

CHARACTER NAME	RACE	AGE	BACKGROUND	XP		
	EYES	HAIR	HEIGHT	WEIGHT		
WHAT I LOOK LIKE	STRENGTH		DEXTERITY		CONSTITUTION	
	BONUS	SAVE	BONUS	SAVE	BONUS	SAVE
MY CLASS	INTELLIGENCE		WISDOM		CHARISMA	
	BONUS	SAVE	BONUS	SAVE	BONUS	SAVE
LEVEL	PROFICIENCY		INSPIRATION		PASSIVE PERCEPTION	

1d20

SKILLS

- ACROBATICS: I'm good at tumbling, flipping, and rolling.
- ANIMAL HANDLING: Animals really like me
- ARCANA: I know about magic, spells, and weird things
- ATHLETICS: I'm good at running, jumping, and climbing
- DECEPTION: I'm good at lying and playing tricks on people
- HISTORY: I know about things that happened a long time ago
- INSIGHT: I know how people feel and can tell when they're lying
- INTIMIDATION: I'm good at scaring people!
- INVESTIGATION: I can find clues and secrets
- MEDICINE: I can help people when they're sick
- NATURE: I know all about plants and animals
- PERCEPTION: I'm good at finding and spotting things
- PERFORMANCE: I'm good at putting on a show!
- PERSUASION: I can get people to do what I want to do
- RELIGION: I know about the gods and prayers
- SLEIGHT OF HAND: I'm good at hiding things and taking things
- STEALTH: I'm good at hiding and staying quiet
- SURVIVAL: I can follow footprints and track animals

ARMOUR	INITIATIVE	SPEED
Hit Point Maximum	Temporary Hit Points	
HIT DICE		DEATH SAVES
Used	Total	SUCCESSES 
FAILURES 	AMMUNITION	
OTHER COMBAT STUFF		
STUFF I CAN DO		